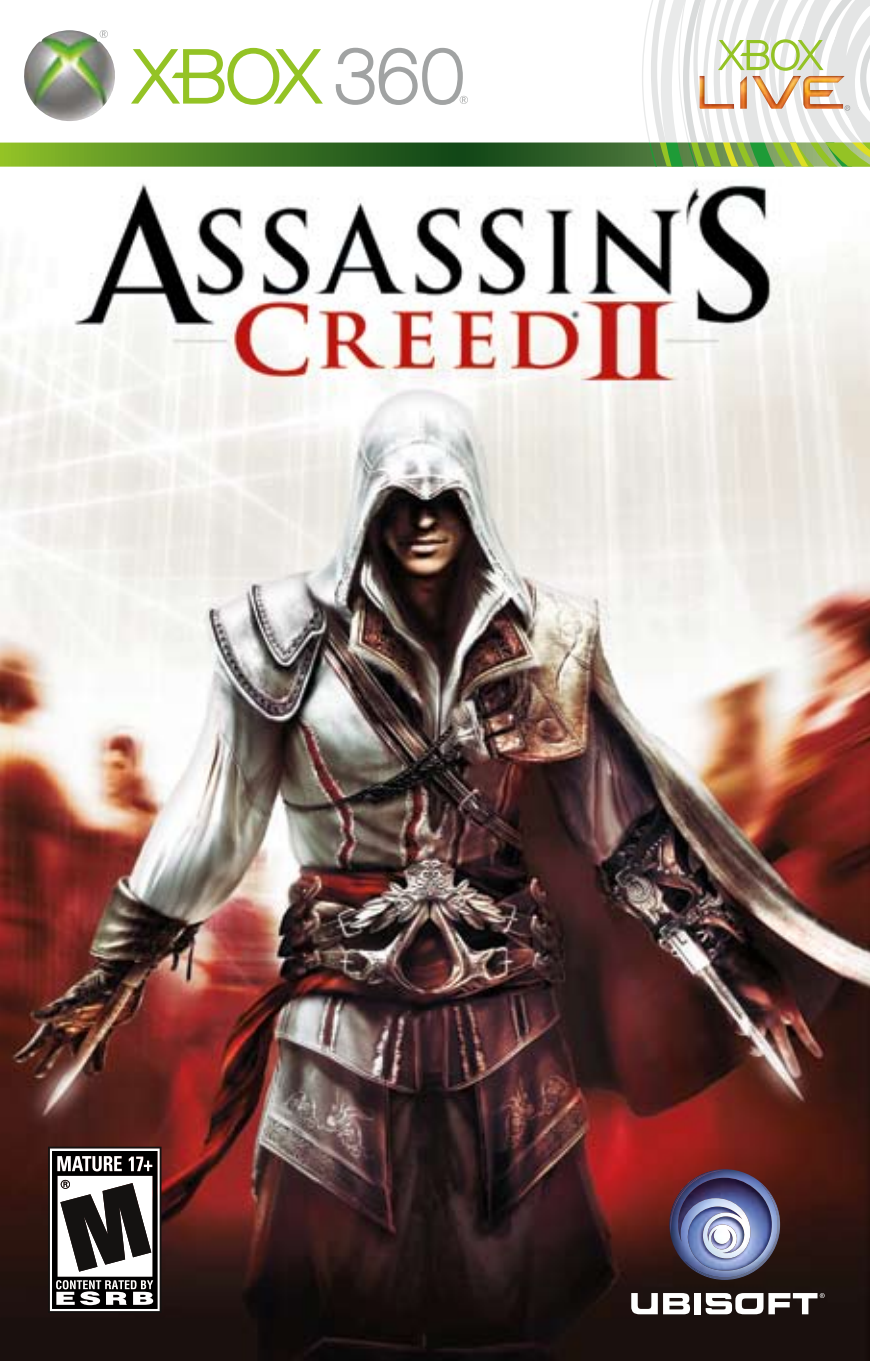
XBOX 360
XBOX LIVE
ASSASSIN'S CREED II
MATURE 17+
M
CONTENT RATED BY ESRB
UBISOFT

WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see **www.xbox.com/support** or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

For more information, visit **www.ESRB.org**

ON FRONT

ON BACK

XBOX LIVE®

Xbox LIVE® brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.
For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

09/17/12

To: Undisclosed [ENCRYPTED]

Subject: The Plan

Attachments: map.png; Animus Control & Feedback (Updated).txt

This is the day we've been preparing for.

Earlier this week, Vidic recovered the genetic memory of Altaïr Ibn La-Ahad from Subject 17, Desmond Miles. As you already know, Altaïr was a 12th-century Syrian Assassin; he lived through the betrayal of Al Mualim, along with the assassinations of several prominent Templar crusaders.

Vidic discovered that Al Mualim used one of the five known Apple artifacts to enslave the Assassin order, and forced his way through Desmond's memories until he recovered the map (included in attachment). He knows the locations of the Pieces of Eden and now the Templars intend to kill Desmond. I've been trying to stall them, but I've run out of options. We must act now.

I assume you set up the planned facilities and should have received the final batch of Animus schematics I sent through the courier in December. It's time to try our machine on Desmond. If this works, he'll be one of the most powerful men alive by the time we're done.

I've attached Desmond's profile (ignore his attitude, you'll like him once you get to know him – I promise), his Italian ancestor Ezio Auditore's bio, and the latest list of Animus controls and feedbacks. Desmond has already acclimated to them, so please try to use these as the basis for your control scheme. I've also included potential modifications/upgrades from Abstergo's research that we can steal for our Animus. You should be able to have this all up and working by the time we get there, right?

If all goes well, by the time Vidic decrypts this email, Desmond and I will be on our way to you. If you don't hear from me within 12 hours, pack up everything and run.

See you soon (I hope),

Lucy Stillman

CHARACTERS

DESMOND MILES

Age: 25

Weight: 170 lbs.

Height: 6'

Blood Type: A+

Nationality: U.S.

Psychological Traits: Independent, introverted, and defensive. Desmond has trouble trusting others. His parents were incredibly overprotective, essentially imprisoning him within their community, swearing it was for his own good. He has spent the past nine years avoiding large cities, hiding from civilization. He guards his thoughts and emotions behind a wall of cynicism.

EZIO AUDITORE

Age: 17

Weight: 165 lbs.

Height: 6'

Nationality: Florentine

Year: 1476

Personal History: Although there's a lot of information about Ezio's father, Giovanni, who was a high profile Florentine banker and a political advisor to Lorenzo de' Medici, the only info I can find on Ezio is that he was once apprenticed to Giovanni Tornabuoni, the great Florentine banker.

Psychological Traits: Charismatic, competitive, a womanizer, and an adventurer.

Lucy – I've replaced all mentions of the name Altair with Ezio and updated the device name to Animus 2.0, to make things a little easier on your end.

ANIMUS USER MANUAL

1. CONTROLS

1.1 ANIMUS CONTROLS

The Animus 2.0 allows you to control Ezio through a combination of standard and contextual buttons. Standard buttons always perform the same action. For example, pressing RB always selects the Weapon Selector. Conversely, the action resulting from a contextual button press will change depending on the context the ancestor is currently in. For example, A can make Ezio sprint, jump, dodge, or run up a wall, depending on the context.

1.2 GENERAL

1.2.1 MOVE

Move Ezio using the left stick. Moving the stick up or down moves your ancestor forward or backward. Moving the stick left or right makes Ezio turn to the left or to the right. While standing still, clicking the left stick toggles the First Person Camera.

1.2.2 LOOK

Using the right stick, you can look around Ezio's environment. Clicking the right stick re-centers the camera on his back.

1.2.3 TARGET AND LOCK ON

The Animus 2.0 displays specific visual effects on certain citizens with whom you can interact. By pulling the Target Lock button LT, Ezio's attention focuses on the selected citizen, and he is then locked onto that citizen. When locked, Ezio can speak, kill, and accomplish other actions. Pull LT to enter Fight mode. Once you are in Fight mode, targeting will switch automatically to the nearest enemy. When you want to exit Fight mode, pull LT again to unlock and run away.

Lucy - Make sure the player can also exit fight mode by running away RT+A; unlocking takes way too much work.

1.2.4 WEAPON SELECTOR AND QUICK INVENTORY

Weapon Selector: Holding RB brings up the Weapon Selector. You can select the weapon you want to equip by moving the sticks.

Quick Inventory: Using the Directional Pad (Up, Down, Left, or Right) selects the weapon assigned to that direction. Pressing a second time unsheathes the weapon.

1.2.5 CONTEXTUAL CAMERA

In some specific situations, a contextual camera is available to give you another view of the situation. Pressing LB when visible changes the camera angle.

1.2.6 MAP

Press BACK to display a map of the area. The Animus 2.0 is able to fill in a basic outline of the area from historical data, but details about the area will have to be filled in by you. You should climb to the top of landmarks and scan the view to become synchronized with Ezio's memory of the area. This will allow the Animus 2.0 to fill the map with specific memory objectives and other details stored in your genetic memory.

Lucy - An improvement over the Animus 1.0 map, but synchronization is still required.

1.3 CONTEXTUAL

1.3.1 PUPPETEER CONCEPT

The Animus 2.0 allows you to control Ezio like a puppet. Each body part is linked to a button: Y is the Head button, X is the Weapon Hand button, B is the Empty Hand button, and A is the Legs button. In the top right corner, the heads-up display (HUD) shows each button's functionality. You will notice that the functionality changes depending on the context.

1.3.2 HIGH AND LOW PROFILE CONCEPT

Like in the Animus 1.0, it is possible to change the intensity with which Ezio performs each action. By default, your ancestor will be in Low Profile, but his state can be changed to High Profile by pulling and holding RT. This is like stepping on the gas! In Low Profile, Ezio's actions are inconspicuous and more socially acceptable. Fast and powerful assassin moves are available in High Profile.

1.4 ACTIONS

1.4.1 ON GROUND

LOW PROFILE

A: Steal: Allows Ezio to steal from NPCs for money.

B: Gentle Push: Press and hold the Empty Hand button to perform a gentle push. A gentle push is a socially acceptable way to move people out of Ezio's way.

X: Attack: Pressing the Weapon Hand button makes Ezio attack with his currently equipped weapon.

Y: Vision and Talking: Pressing the Head button in front of a specific citizen or shopkeeper nearby makes Ezio interact with him. Holding the Head button activates Eagle Vision. Eagle Vision has color-coded intuitive powers, as follows: red = soldiers, blue = allies, white = mission givers, gold = targets.

HIGH PROFILE

Ⓐ: Free-Run/Sprint: Hold the Legs button to make the ancestor sprint and perform free-running. Holding this button down makes Ezio automatically adapt to any object in the path. Just push the left stick in the direction you want him to go.

Example: You are on the ground, close to a wall. Holding Ⓐ and pushing the left stick in the direction of the wall makes Ezio climb that wall. If no Free-Run objects are in the path of the assassin, holding the Legs button while moving around in High Profile makes him sprint.

Ⓑ: Grab and Throw / Tackle: Pressing the Empty Hand button while standing still makes your ancestor grab an NPC. While holding the NPC, Ⓑ throws in the direction of the stick. If unarmed, Ⓨ, Ⓧ, and Ⓐ all perform attacks. If armed, Ⓧ instantly kills the NPC.

Lucy - This feature was a huge hit with the Lab technicians. Make sure to add it.

While Running, tapping Ⓑ makes Ezio tackle an NPC.

Ⓧ: Attack: Pressing the Weapon Hand button makes Ezio attack with his currently equipped weapon.

Ⓨ: Vision: Holding the Head button activates Eagle Vision.

1.4.2 HORSE

LOW PROFILE

Ⓐ: Walk: The Legs button makes the horse move at his slowest pace.

Ⓑ: Dismount: Pressing the Empty Hand button makes Ezio get off the horse.

Ⓧ: Rear/Attack: With Ezio's sword sheathed, pressing the Weapon Hand button makes the horse perform a rearing animation. When your ancestor holds his sword, the Weapon Hand button makes him attack.

Ⓨ: Vision: Holding the Head button activates the Eagle Vision.

Lucy - Eagle Vision on horseback, what will they think of next? Make sure we have it too!

HIGH PROFILE

Ⓐ: Gallop: Hold the Legs button while moving the horse in High Profile.

Ⓑ: Dismount: Press the Empty Hand button.

Ⓧ: Attack: Pressing the Weapon Hand button makes your ancestor perform an attack motion from the horse.

Ⓨ: Vision: Holding the Head button activates Eagle Vision.

1.4.3 SWIMMING

Lucy - Make sure to fix that annoying bug in the Animus 1.0 software which prevents ancestors from swimming!

LOW PROFILE

Ⓐ: Dive: Your ancestor dives underwater. Being underwater breaks the line of sight, but Ezio can only do so for a limited time.

Ⓧ: Attack: Pressing the Weapon Hand button makes Ezio throw knives (if selected).

Ⓨ: Vision: Holding the Head button activates Eagle Vision.

HIGH PROFILE

Ⓐ: Get Out of Water/Fast Crawl: When in the water, facing a wall or a boat, Ezio can climb out of the water. When in open water, he will do a fast crawl.

Ⓧ: Attack: Pressing the Weapon Hand button makes Ezio throw knives (if selected).

Ⓨ: Vision: Holding the Head button activates Eagle Vision.

1.4.4 BOAT

Ⓐ: Causes Ezio to step out of rowing stance.

Ⓑ: Rowing: When Ezio is near the boat's oar, it makes him take control of the gondola. Pushing the Empty Hand button in a rhythmic fashion will make the gondola move faster.

1.4.5 FLYING MACHINE

Use the left stick to steer the flying machine. Press up to make it dive and down to gain some altitude. Lock on enemies with LT to kick them.

1.4.6 CARAVAN

Steer the carriage using the left stick. Free yourself from enemies holding you on the carriage by tapping the Empty Hand button repeatedly.

1.4.7 FIGHT

Lucy - Make sure to finish your tweaks to the new Fight system; it's going to be a very important part of Desmond's time in the Animus 2.0.

Lock System: To fight, you must be locked on a target who is in Open Conflict with you.

LOW PROFILE: OFFENSIVE MOVES

Lucy - Consider changing the title of this section for obvious reasons.

Ⓐ: Quickstep: Pressing the Legs button makes Ezio perform a stepping motion, based on the direction that you're moving the left stick.

Ⓑ: Grab: Tapping the Empty Hand button makes Ezio attempt a Grab on an enemy NPC. If unarmed, Ⓨ, Ⓧ, and Ⓐ all perform attacks. If armed, Ⓧ instantly kills the NPC.

Lucy - Didn't you mention this already?

Ⓧ: Attack: Tapping the Weapon Hand button makes Ezio attack an NPC with his currently equipped weapon. Tap a second time as soon as your weapon makes contact to start a combo attack. Tapping once per swing will perform a more efficient combo.

Lucy - It's all about timing!

Hold Ⓧ: Hold in order to do a special attack for your weapon, if applicable.

Ⓨ: Taunt: Pressing the Head button will taunt your enemy, angering him and maybe causing him to attack.

HIGH PROFILE: DEFENSIVE MOVES

In Fight mode, High Profile enables defensive actions like counters and dodging moves. By default, holding the High Profile button makes you deflect enemy attacks.

Ⓐ: Dodge: When pressing the Legs button with the right timing, Ezio performs a counter-dodge move that exposes the enemy for a strike. If the timing isn't right, he will become open to the enemy's strike.

Ⓑ: Grab/Pick Up Weapon: If Ezio is near a weapon, he will attempt to pick it up.

Ⓧ: Counter-Attack/Disarm: With a weapon equipped, pressing the Weapon Hand button with the right timing, Ezio counterattacks an NPC. If the timing isn't right, he is open to the enemy's strike. When unarmed, you disarm your enemies' weapons.

Lucy - Make sure Desmond is able to steal weapons; it will give him much more freedom.

Ⓨ: Taunt: Pressing this button will taunt your enemy, angering him and maybe causing him to attack.

1.4.8 INTERACTIVE CINEMATIC

During some scenes, the Animus 2.0 allows you to participate by pressing the appropriate buttons at the right moment.

Lucy - Please remove all those visual glitches, if possible. We should be able to do something about them!

2. HUD

2.1 HUD ELEMENTS

The HUD provides important information while in the Animus 2.0. Various elements of the display will allow you to remain aware of your current status.

Note: HUD can be customized to suit your needs in the Options Folder.

2.1.1 HEALTH METER

Lucy - Consider changing the name to Health Index to spice it up!

The Health Meter gives you information on

- Active Health Squares
- Injured Health Squares (can be healed by doctors)
- Broken Health Squares (armor pieces must be repaired at the blacksmith shop)

2.1.2 NOTORIETY METER

Indicates your Notoriety Status (see section 3.3 for more details on Notorieity).

2.1.3 WEAPON ICON

Shows your currently equipped weapon or gadget.

2.1.4 MONEY INDICATOR

Shows the amount of money currently carried by Ezio.

2.1.5 CONTROLS HUD

The top right corner displays the available actions at all times.

2.1.6 MINI-MAP

The Mini-Map displays the location of various important memory objectives.

In order to un-fog the environment and reveal more information on the mini-map, you need to synchronize the view point. To do so, you must reach the top of the landmarks and scan the view.

2.2 SOCIAL STATUS INDICATOR (SSI)

2.2.1 NPC ARROWS

Guards' SSIs tell you if they are at risk of detecting you or not.

When Anonymous:

Yellow: When a guard's SSI turns yellow, it means that he starts investigating you.

Red: When a guard's SSI turns red, it means that he's about to go into Open Conflict with you.

2.2.2 MINI-MAP'S FRAME

The mini-map's frame is a Risk Indicator that is synchronized with your enemies' state:

White: You are Anonymous.

Green: You are Hidden.

Red: You are in Open Conflict with Guards; you have to escape or fight.

Yellow: You are in Open Conflict, but have broken the line of sight from Guards you can hide from.

Blue: You are Vanishing.

2.2.3 NPC HEALTH METER

Lucy - See my note on 2.1.1 above.

When in a fight, the Enemies' Health Meter is displayed so you can adjust your strategy during the fight. When under your command, the Faction Members' Health Meter is displayed.

2.3 ANIMUS FEEDBACK SYSTEM (AFS)

The AFS helps you with all reliable and useful information like tutorials and database updates.

Lucy - Please make sure to cut down on unnecessary AFS messages.

3. GAMEPLAY LOOP

3.1 ENEMIES

REGULAR GUARDS

Divided into three ranks (Militia, Elite, Leaders), they are the bulk of the armies, using many different weapons.

SEEKERS

With their halberd, they seek to find the Assassin wherever he's hiding.

Lucy – Can we get better names for the guards? Plus, what's a "halberd"? Replace with a "spear" or something.

AGILES

Lightly armed, but they run faster than you. Watch your back.

BRUTES

They are slow, but don't mess with them without any fight skills.

ARCHERS

The archers protect specific areas. They will shoot you if you don't leave the vicinity after they issue a warning.

3.2 NOTORIETY LOOP

You can be either Notorious or Incognito.

- When you are Incognito, guards are unaware of your presence and will only react to illegal actions.
- When you are Notorious, guards are informed that the Assassin is in town and will recognize you on sight.

The more you perform spectacular actions (like performing a double assassination or making the guards flee in fight), the more your Notoriety fills in.

To lower your Notoriety meter, do any of these actions:

- Remove Posters
- Bribe Heralds so they stop talking about you
- Kill Officials

Once your Notoriety is maxed, guards become informed of your presence and start detecting you on sight. You then have to completely empty your Notoriety meter to return to being Incognito.

3.2.1 DETECTION

When Incognito, guards will only react to illegal actions (killing, pushing them, looting...). If you don't do any of these actions you'll remain anonymous.

When Notorious, guards are actively searching for you. If they see you (yellow arrow filling) they start an investigation (red arrow filling). They will attack you as soon as they have recognized you (red arrow filled). Try to stay low profile and blended into the crowd to avoid attracting the attention.

Note: Because being on rooftops is forbidden, archers will always detect anyone on sight.

3.2.2 ESCAPE

In order to escape from your enemies, break their line of sight and hide. The immediate area around your Last Known Position (LKP) remains a risky zone – guards will look at any hiding spot next to it. The LKP is displayed in the Mini-Map as a yellow circle. To make sure guards do not find you, try to get out of the zone before hiding.

Lucy – Cut down on the silly acronyms, S.V.P.

3.2.3 VANISH (HIDE AND/OR BLEND)

When you are Unseen, you must find a hiding spot (bales of hay, wells, and benches) or blend into any crowd or group. Once hidden or blended, you'll begin to vanish (flashing blue).

You can also vanish by losing your pursuers by using your Free Running skills.

3.3 MEMORIES SYNCHRONIZATION

3.3.1 CORE MEMORIES

The Animus 2.0 allows you to relive Ezio's Memories. Memories are important life moments and are grouped in DNA sequences.

3.3.2 SECONDARY MEMORIES

Secondary Memories are Memories that we know Ezio had, but that are difficult to locate exactly on a timeline. They are stored at the right extremity of the DNA Menu.

View Points: Climb them all in order to get the full 100% Synchronization with Ezio.

Feathers: Generally found on top of buildings.

Assassin Tombs: Explore them all to find the Seals of the legendary assassins.

Assassination Contracts: Kill important political targets for Lorenzo de' Medici and receive money in return.

Races: Show you're the fastest free-runner in Italy.

Beat-Up Events: Knock out cheating husbands.

Lucy - You know you want to!

Courier Assignments: Make a quick delivery to earn money.

3.3.3 CODEX

PHILOSOPHICAL CODEX

Philosophical Codex Pages help you to better walk the path of the Assassin. Bring any that you find to Leonardo for decoding. Decoding four philosophical Codex Pages permanently increases your maximum health.

3.4 ECONOMIC SYSTEM

3.4.1 EARNING MONEY

Treasures: You can find various treasure chests in the environment. Loot them to get good sums of money.

Steal: In Low Profile, Hold Ⓐ and bump into people to steal from them. Move away from the person you pickpocket so as not to get caught when they realize that they've been robbed.

Loot: Hold Ⓑ while standing over a dead body to loot it. Looting is one of several ways to get money and other items. Guards don't take kindly to people who loot, so be careful when you perform this action.

Villa Income: Renovating the ancestral hometown of the Auditore family, Monteriggioni, enables you to receive a percentage of the revenues made at the stores there. The more you improve Monteriggioni, the more money you will receive in return. Renovating shops also gives you a rebate on merchandise available in them. You can also generate income by adding to your Villa, which increases the Auditore family's prestige. You can add to your villa by collecting paintings, feathers, and weapons.

3.4.2 SHOPS

Blacksmiths: Blacksmiths sell weapons, armor, and ammunition for smoke bombs, throwing knives, and bullets. They can also repair your armor for a fee. Visit the blacksmiths often to see when new weapons and armor pieces become available.

Tailors: Tailors sell pouch upgrades, enabling you to carry more ammunition. They can also dye your clothes with various colors.

Doctors: Doctors can heal you, refilling your life completely. They also sell medicine and poison vials you can carry on you.

Art Merchants: Art merchants sell paintings and treasure maps. Paintings serve to upgrade the value of your villa, making them good long term investments. Art merchants also sell treasure maps that point the location of treasure chests in the world.

Fast Travel Booths: Travel swiftly to any visited area for a fee by going to the fast travel booth.

4. MENUS

4.1 MAIN MENU

Story Mode: Start a new game or load a saved game.

Extras: Access exclusive content.

4.2 IN THE ANIMUS

4.2.1 ANIMUS DESKTOP (PAUSE MENU)

Pressing START will bring back the Animus Desktop, where you can:

- Review current objectives as a reminder
- Access all other Animus Folders

4.2.2 DNA FOLDER

Browse Ezio's genetic memories through the DNA strand timeline. Every single slice represents a memory.

4.2.3 MAP FOLDER

Access the map of the region in which Ezio is located.

4.2.4 INVENTORY FOLDER

Consult your inventory to see what Ezio is currently carrying on him.

4.2.5 CONSPIRATORS FOLDER

The Conspirators folder progressively displays all of Ezio's targets, illustrating their relationships.

4.2.6 ANIMUS DATABASE

The Animus Database not only provides a lot of information on the Italian Renaissance, but also stores all documents found by Ezio (Codex pages, Templar letters) and some other special surprises as well. Consult the User Manual section of the database to see advanced Gameplay information.

4.2.7 OPTIONS FOLDER

Adjust Animus options such as audio and visual settings, control, and HUD display. You can also consult statistics based on your actions in the animius

UPLAY™

From the title screen, press Y to launch Uplay

MENU UPLAY

Use the left stick to navigate in this menu. Validate with A and go back with B. Pressing Y will exit Uplay and come back to the game menu.

PROFILE:

- View Profile: Get an overview of your actions in the games you played
- Change Quote: Edit your Quote
- Change Icon: Select a new Icon

ACCOUNT SETTINGS:

- Email and Password: Edit your Email and Password
- Personal Information: Edit your Personal Information
- Opt-ins: Edit your preferences for receiving communications from Ubisoft and its partners

MENU UPLAY WIN

Use the left stick to navigate in this menu. Validate with A and go back with B.

- Actions: List of all the actions available in the game(s) and how many Units are assigned to each. A checked box indicates an Action already completed. Pressing A on an Action explains how to do it.
- Rewards: List of all the available rewards and how many Units are assigned to each. A checked box indicates a Reward already redeemed. Pressing A on a Reward allows you to redeem it, as long as you have enough Units to spend. Redeeming a Reward deducts the number of Units associated with it.
- Unit Balance: History of all Actions completed and Rewards unlocked with a detailed balance of your Units. Pressing A on an Action/Reward opens up its description.

For more information, content and options, visit www.uplay.com.